<u>IN THE CLAIMS</u>:

Please amend Claims 17, 28 and 30 as shown below. The claims, as pending in the subject application, now read as follows:

1. to 8. (Canceled)

9. (Original) A gaming machine printer, comprising

a stationary module;

a mobile module slidably coupled to the stationary module; and

a coiled electrical cable for coupling electrical signals between the mobile module and the stationary module.

10. (Original) The gaming machine printer of Claim 9, the mobile module further comprising a sub-module movably coupled to the mobile module, whereby the sub-module may be opened to service the mobile module.

11. (New) A gaming machine printer for generating and using a voucher, comprising:

a processor;

a thermal print mechanism coupled to the processor;

an optical scanner coupled to the processor;

a memory coupled to the processor, the memory having program

instructions executable by the processor stored therein, the program instructions comprising:

generating an image on the voucher using the thermal print mechanism; and

generating scanned voucher signals by scanning the voucher using the optical scanning device.

12. (New) The gaming machine printer of Claim 11, the program instructions further comprising voiding the voucher when the scanned voucher signals indicate that the image printed on the voucher is not properly generated.

13. (New) The gaming machine printer of Claim 12, the gaming machine printer further comprising a voucher path management system coupled to the processor wherein the voucher is enclosed in the voucher path management system after the voucher is printed and before the voucher is presented to a player, the program instructions for voiding the voucher further comprising:

retrieving the voucher from the voucher path management system; and

generating a void image on the voucher.

14. (New) The gaming machine printer of Claim 12, the gaming machine printer further comprising a heater bar, the program instructions for voiding the voucher further comprising using the heater bar to void the voucher.

15. (New) The gaming machine printer of Claim 11, the program instructions further comprising:

generating a test image on a voucher using the thermal print mechanism; and

adjusting the power supplied to the thermal print mechanism when the scanned voucher signals indicate that the test image is not properly generated.

16. (New) The gaming machine printer of Claim 11, wherein the thermal print mechanism further comprises individual thermal elements, the program instructions further comprising:

generating an electrical stimulus transmitted to an individual thermal element;

receiving a feedback signal from the individual thermal element in response to the electrical stimulus; and

generating an entry in a memory store when the feedback signal indicates that the individual thermal element is out of tolerance.

17. (New) A method of operating a gaming machine printer for generating and using a voucher, the gaming machine printer comprising a thermal print mechanism and an optical scanner, the method comprising:

generating an image on the voucher using the thermal print mechanism; and

generating scanned voucher signals by scanning the voucher using the optical scanning device.

18. (New) The method of operating a gaming machine printer of Claim 17, the method further comprising voiding the voucher when the scanned voucher signals indicate that the image printed on the voucher is not properly generated.

19. (New) The method of operating a gaming machine printer of Claim 18, the gaming machine printer further comprising a voucher path management system wherein the voucher is enclosed in the voucher path management system after the voucher is printed and before the voucher is presented to a player, the method further comprising:

retrieving the voucher from the voucher path management system; and

generating a void image on the voucher.

20. (New) The method of operating a gaming machine printer of Claim 18, the gaming machine printer further comprising a heater bar, the program instructions for voiding the voucher further comprising using the heater bar to void the voucher.

21. (New) The method of operating a gaming machine printer of Claim 17, the method further comprising:

generating a test image on a voucher using the thermal print mechanism; and

adjusting the power supplied to the thermal print mechanism when the scanned voucher signals indicate that the test image is not properly generated.

22. (New) The method of operating a gaming machine printer of Claim 17, wherein the thermal print mechanism further comprises individual thermal elements, the method further comprising:

generating an electrical stimulus transmitted to an individual thermal element;

receiving a feedback signal from the individual thermal element in response to the electrical stimulus; and

generating an entry in a memory store when the feedback signal indicates that the individual thermal element is out of tolerance.

23. (New) A gaming machine printer, comprising:

a processor;

a first communication port coupled to the processor;

a second communication port coupled to the processor;

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

determining when a first device is coupled to the first communication port;

notifying a second device coupled to the second communication port when the first device is coupled to the first communication port; and

establishing a communication session with the first device.

24. (New) A method of operating a gaming machine printer having a first communication port and a second communication port, the method comprising:

determining by the gaming machine printer when a first device is coupled to the first communication port;

notifying by the gaming machine printer a second device coupled to the second communication port when the first device is coupled to the first communication port; and

establishing by the gaming machine printer a communication session with the first device.

25. (New) A gaming machine printer, comprising:

a processor;

a plurality of communication ports coupled to the processor;

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

for each of the plurality of communication ports, determining if a device is coupled to the communication port; and

establishing a communication port as a native port when a device is detected on the communication port.

26. (New) A method of operating a gaming machine printer having a plurality of communication ports, the method comprising:

for each of the plurality of communication ports, determining by the gaming machine printer if a device is coupled to the communication port; and

establishing by the gaming machine printer a communication port as a native port when a device is detected on the communication port.

27. (New) A gaming machine printer, comprising:

a processor;

a communication port;

a nonvolatile memory store coupled to the processor;

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

storing a status of the gaming machine printer in the nonvolatile memory;

determining the status of a communication link to a game via the communication port; and

locking the status in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted.

28. (New) A method of operating a gaming machine printer, comprising:

storing by the gaming machine printer a status of the gaming machine printer in a nonvolatile memory;

determining by the gaming machine printer the status of a communication link to a game housing the gaming machine printer via a communication port; and

locking the status in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted.